PARTNERS

PLATINUM PARTNER

Maritime Digital Art & Design ltd.

GOLD PARTNERS

Invest Nova Scotia

game mode one

UBISOFT HALIFAX

SILVER PARTNERS

reframe games

RED MEAT GAMES

iron fox games

INDUSTRY PARTNERS

HAL-CON

VIDEOGAMES PEI

InteractiveNB

GAME SUMMIT

SHIFTKEY LABS

ISNS
INTERACTIVE SOCIETY OF NOVA SCOTIA

ABOUT US

The Interactive Society of Nova Scotia (ISNS) was formed in October 2017, to advocate for interactive and video game development and foster collaboration within the industry in Nova Scotia.

According to the Entertainment Software Association of Canada (ESAC), over 300 people are employed in 20 studios around the province, making it the 4th largest provincial game development industry in Canada.

ISNS members are committed to the further development of the industry in Nova Scotia, hiring graduates from local Universities and Colleges, and working to promote high standards of relevant education.

In addition to its advocacy and educational outreach work, the ISNS also organizes events to foster collaboration within the Nova Scotia game developer community.

SCAN HERE TO LEARN MORE >>>

HALIFAX GAMEDEV ATLANTIC

WELCOME TO GAMEDEV ATLANTIC!

Thank you for helping us highlight the incredible accomplishments of the Atlantic Canadian video game sector and celebrate the pioneers leading the charge.

GDA is an opportunity to network, share knowledge, support emerging talent, expand our industry, and present our rapidly expanding sector on a global stage.

Presented by:

ISNS
INTERACTIVE SOCIETY OF NOVA SCOTIA

GAMEDEV ATLANTIC 2024 PROGRAM SCHEDULE

Presented by: ISNS INTERACTIVE SOCIETY OF NOVA SCOTIA

TIME	TALK/PANEL	PARTICIPANTS
10:00	Panel: Journeys - Unique Paths into the Video Game Industry	Featuring: Daniel Nascimento, Director of Bitten Toast Games Inc., Matthew Doucette, CEO of Xona Games Inc, Abigail Evans, 2D/3D Artist at Alpha Dog Games | Bethesda, Jeff Mundee, Chief Design Officer and Co-founder of Reframe Games, and moderated by Sarah Anne Saucier, Regional Director of Xsolla Games Academy Canada.
10:40	TUNIC: This Was Here The Whole Time	Andrew Shouldice of ISOMETRICORP Games Ltd.
11:20	Bumps In The Road: How to Dodge Disaster When Taking Part in Game Jams	Kai McGilligan Oliver, Freelance Senior Game Designer.
11:40	Museum of Industry / Indie Spotlight	Game Changers discussion Indie Showcase Presentation
12:00	Break for Lunch	Take this opportunity to eat, get to know your industry friends, and check out the Indie Game Showcase in the adjoining room.
1:00	Keynote: Where should I open my studio – Comparing Operating Costs in 20 Cities around the world.	Serge Landry, International Sales Lead Multimedia at Ayming Canada
1:40	We Have Sonic at Home: Crafting IP in Minecraft	Tian Figg, Executive Producer at Gamemode One.

TIME	TALK/PANEL	PARTICIPANTS
2:00	UI/UX and Accessibility: UI, Video Games, and making both more Inclusive for our audiences.	Tina Micklethwaite, UI Designer at Ubisoft Halifax.
2:40	Retro Mobile Games: Preserving a History That is Quickly Disappearing	Ryan Filsinger, CEO and Founder of Iron Fox Games
3:00	Panel: Growing Your Art Portfolio With Your Career	Featuring: Dan Dunford, Senior 3D Artist at Ubisoft Halifax, Abigail Evans, 2D/3D Artist at Alpha Dog Games | Bethesda, and Leonid Romanov, Lead Artist, Animator, Producer at Pink Moon Studios, and moderated by Crystal Marshall, Faculty for 3D computer animation at NSCC.
3:40	Creative Realms: Navigating Artistic Expression and Control in AI Systems	Judy Ehrentraut, PhD, Creative Content Strategist at Red Meat Games
4:00	Jumping the Fence: Traversing into Games User Research from Academia	Dr. Chanel Larche, PhD, User Research Project Manager at Ubisoft Halifax.
4:20	Panel: Working With Publishers - or Not	Featuring: Pierre Moisan, Senior Advisor, Creative Industries at CEIM, John Nguyen, Canadian Regional Vice-President of Xsolla, John Henley, Partner – Business Development of Indie Games Services Ltd., and moderated by Will Perkins, Principal & Creative Director at CONTINUE.
5:00	END	Closing Remarks